

NOV -2 1921

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BREAKING THROUGH

Photoplay in two reels

Episode 8

Story and scenario by C. Graham Baker

Directed by Robert Ensminger

(Author of the photoplay (under Section 62)

The Vitagraph Co. of America of the U. S.

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"BREAKING THROUGH"

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Author:
C. GRAHAM BAKER

Director:
ROBERT ENSMINGER

Two Reel Melodrama

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SYNOPSIS

After the bear frightens away the captors of Willard Warde, in charge of the Lucky Lode construction work, who is bound and unable to fight it, and Bettina Lowden, Bettina fights the bear single-handed. She frees Warde, and the two fight the bear. A rescue party led by Blivins arrives. Bettina and Warde rejoin the rescue party, after Warde has shown his love for Bettina. They embrace, and then a slight misunderstanding springs up between them. In the morning, Moakley fixes the steam shovel on the construction job, so that a razor blade will cut the rope when the shovel is at its height - thus destroying the shovel and perhaps a wagon underneath - this to delay the work. Moakley meets Warde, after the former has taken a drink from a flask. The two men have an argument, and when Warde mentions that there is a revenue man in town, Moakley manages to place the flask in Warde's pocket. Bettina, minding the store, waits on Moakley's two henchmen, who want liquor. They designate the stuff as vinegar, however, and Bettina gives them what they ask for. The men are abusive, but Cal and the revenue officer arrive. The agent believes he has the good on Bettina, until he identifies the liquid as vinegar. Cal presents Bettina with a revolver for protection and undertakes to teach her how to use it. Bettina demonstrates unusual skill with the weapon, and persuades Cal to mind the store while she goes berrying in the hills. She starts out. Moakley finds the revenue agent and tells him that Warde carries whiskey. The two start out to obtain evidence against Warde. Bettina reaches the construction job and tells Warde her plans. He offers a short cut by raising her to the cliff top in the steam shovel. She gets into the shovel and Warde operates the mechanism. When Bettina is high in the air, above the cliff and to one side, Warde finds the brake won't work, so he is unable to stop the shovel. He calls for Bettina to jump and she, seeing the agony in his face, obeys without hesitation. She leaps far to one side and down, landing unhurt on the cliff top. She waves to Warde, who starts an investigation. Moakley and the agent arrive and the agent finds the flask in Warde's pocket. He is about to make an arrest when Bettina, who has seen all this, shoots a bullet, shattering the flask and destroying the evidence. Warde is freed. Bettina goes on her way to find berries. The two henchmen come upon her and seize the opportunity to make her a captive, knowing that Moakley wants her. They imprison her in a deserted shack and leave her bound hand and foot. Bettina makes use of her revolver, however, to fire a shot to attract the attention of anyone in that section of the country. The flash starts a blaze in the rubbish on the floor, as we leave Bettina helpless before the rapidly-gaining flames.

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